

The following Listing of Claims will replace all prior versions, and listings, of claims in the application.

LISTING OF CLAIMS:

1. (Currently Amended) A video game program for causing a computer to implement a video game which displays a character on a monitor, and in which operation of the character is controlled, the video game program comprising:

a terminology storing function for storing running commentary terminology used while the video game is in progress;

a first running commentary function for performing play-by-play or commentary relating to the video game using the running commentary terminology, the play-by-play or commentary including various phrases, the phrases being collected as a first phrase group, the phrase of the first phrase group including the running commentary terminology, the play-by-play or commentary being performed with the phrases collected as the first phrase group;

a running commentary interrupting function for interrupting phrase of the first phrase group running on the process of the first running commentary function when specific events have occurred while the video game is in progress;

a second running commentary function for performing the play-by-play or the commentary relating to the specific events when the process of the running commentary interrupting function has been executed, the play-by-play or commentary including various phrases, the play-by-play or commentary relating to the specific events, the phrases being collected as a second phrase group, the phrase of the second phrase group including the running commentary terminology, the play-by-play or commentary being performed with the phrases collected as the second phrase group;

a running commentary returning function for returning from the phrase of the second phrase group performing on the second running commentary function to the phrase of an interruption point in the first phrase group interrupted on the process of the running commentary interrupting function when the specific events have occurred; and

a running commentary continuing function for continuing the play-by-play or commentary, the play-by-play or commentary being performed with the phrase of the first phrase group on the basis of running commentary terminology which is included in the phrase of the interruption point in the first phrase group terminology interrupted by the running commentary interrupting function, when the process of the running commentary returning function has been executed.

2. (Previously Amended) The video game program recited in Claim 1, wherein

the first running commentary function includes

a first terminology selecting function for selecting the running commentary terminology stored in the terminology storing function,

a first selected terminology storing function for storing the running commentary terminology selected by the first terminology selecting function,

a first audio output function for converting the running commentary terminology to sound, and outputting the running commentary terminology stored in the first selected terminology storing function, and

a first transmission function for transmitting the running commentary terminology from the first selected terminology storing function to the first audio output function.

3. (Previously Amended) The video game program recited in Claim 2,
wherein

the running commentary continuing function continues the play-by-play or the commentary of the first running commentary function, based on the running commentary terminology stored in the first selected terminology storing function of the first running commentary function.

4. (Previously Amended) The video game program recited in Claim 1,
wherein

the running commentary interrupting function distinguishes the details of the specific events, and determines whether to interrupt the process of the first running commentary function, and interrupts the process of the first running commentary function based on the determination.

5. (Previously Amended) The video game program recited in Claim 1,
wherein

the second running commentary function includes

a second terminology selecting function for selecting the running commentary terminology stored in the terminology storing function,

a second selected terminology storing function for storing the running commentary terminology selected by the second terminology selecting function,

a second audio output function for converting the running commentary terminology to sound and outputting the running commentary terminology stored in the second selected terminology storing function, and

a second transmission function for transmitting the running commentary terminology from the second selected terminology storing function to the second audio output function.

6. (Canceled).

7. (Previously Amended) The video game program recited in Claim 1, wherein

attributes are set on the phrase group in the first and second running commentary function,

it is determined whether to execute the process of the running commentary returning function based on the attributes, and

the process of the running commentary returning function is executed based on the determination.

8. (Currently Amended) A video game device which displays a character in a video game on a monitor and in which the operation of the character is controlled, comprising:

terminology storing means for storing running commentary terminology used while the video game is in progress;

first running commentary means for performing play-by-play or commentary relating to the video game using the running commentary terminology, the play-by-play or commentary including various phrases, the phrases being collected as a first phrase group, the phrase of the first phrase group including the running commentary terminology, the play-by-play or commentary being performed with the phrases collected as the first phrase group;

running commentary interrupting means for interrupting phrase of the first phrase group running on the process of the first running commentary means when specific events have occurred while the video game is in progress;

second running commentary means for performing the play-by-play or the commentary relating to the specific events when the process of the running commentary interrupting means has been executed, the play-by-play or commentary including various phrases, the play-by-play or commentary relating to the specific events, the phrases being collected as a second phrase group, the phrase of the second phrase group including the running commentary terminology, the play-by-play or commentary being performed with the phrases collected as the second phrase group;

running commentary returning means for returning from the phrase of the second phrase group performing on the second running commentary function to the phrase of an interruption point in the first phrase group interrupted on the process of the running commentary interrupting function when the specific events have occurred; and

running commentary continuing means for continuing the play-by-play or the commentary, the play-by-play or commentary being performed with the phrase of the first phrase group on the basis of running commentary terminology which is included in the phrase of the interruption point in the first phrase group terminology interrupted by the

running commentary interrupting means, when the process of the running commentary returning means has been executed.

9. (Currently Amended) A video game method which displays a character in a video game on a monitor and in which the operation of the character is controlled, comprising:

(a) storing running commentary terminology used while the video game is in progress;

(b) performing play-by-play or commentary relating to the video game using the running commentary terminology, the play-by-play or commentary including various phrases, the phrases being collected as a first phrase group, the phrase of the first phrase group including the running commentary terminology, the play-by-play or commentary being performed with the phrases collected as the first phrase group;

(c) interrupting phrase of the first phrase group running on the step (b) when specific events have occurred while the video game is in progress;

(d) performing the play-by-play or the commentary relating to specific events when the step (c) has been executed, the play-by-play or commentary including various phrases, the phrases being collected as a second phrase group, the phrase of the second phrase group including the running commentary terminology, the play-by-play or commentary being performed with the phrases collected as the second phrase group;

(e) returning from the phrase of the second phrase group performing on the step (d) to the phrase of an interruption point in the first phrase group interrupted on the step (b) when the specific events have occurred; and

continuing the play-by-play or the commentary, the play-by-play or commentary being performed with the phrase of the first phrase group on the basis of running commentary terminology which is included in the phrase of the interruption point in the first phrase group ~~terminology~~ interrupted by the step (c), when the step (e) has been executed.

10. (Currently Amended) A computer readable medium storing a computer program for a video game which displays a character on a monitor, the computer program comprising:

code for storing running commentary terminology;

code for performing a first commentary relating to the video game by using the running commentary terminology, when a first event occurs while the video game is in progress, the first commentary including a first commentary group having various phrases, the first commentary being performed with the phrases of the first phrase group;

code for interrupting phrase of the first phrase group, when a second event occurs while the video game is in progress;

code for performing a second commentary relating to the second events after interrupting the first commentary, the second commentary including a second commentary group having various phrases, the second commentary being performed with the phrases of the second phrase group;

code for returning from the phrase of the second phrase group to the phrase of an interruption point in the first phrase group, when the specific events have occurred;

code for performing the first commentary from [[a]] an interruption point where the first commentary is interrupted, after the retuning from the phrase of the second phrase group to the interruption point ~~the phrase of the first group~~.